This application note describes the process of setting up the on-chip table lookaside buffers (TLBs) for translation, without using page tables, for classic PowerPC™ processors with multiple areas of memory mapped one-to-one. The application note applies only to MPC603e and MPC755 (with software table search enabled).

1 Introduction

TLBs are the on-chip “caches” for page table entries for classic PowerPC memory management units (MMUs). On processors that support software table searching and on-chip TLBs, you can set up the TLBs indirectly and use them as extra BATs without the need to set up page tables in memory. The source code works exclusively on the MPC755 and MPC603e (with modifications discussed in the comments). On processors with software table searching enabled, after a TLB miss exception is taken, the interrupt handler can load a TLB entry for the offending address by executing a `tlbld` (or `tlbli`) instruction. For MPC603e and MPC755 processors, the TLB entry information that is loaded is contained in IMISS/DMISS, ICMP/DCMP, and RPA registers. This application note describes how you can load the on-chip TLBs by using these registers as conduits of information with some restrictions (see Section 5, “Limitations”).
2 Terminology

The following terms are used in this document:

**BAT** Block address translation mechanism. A set of registers that contain the translation information and access privilege for blocks of memory.

**MMU** Memory management unit. This on-chip unit manages memory accesses on a processor.

**MSR** Machine state register. Contains information on various states of the processor.

**Page** 4 Kbytes of contiguous memory starting at a 4-Kbyte boundary.

**PTE** Page table entries. These 8-byte entities hold translation information for 4 Kbytes of memory (a page).

**SRR1** Machine status save restore register 1. This register stores information when an exception is taken.

**TLB** Translation lookaside buffers. These on-chip storage elements store (cache) recently accessed PTEs.

3 Types of Translation

Processor-generated memory accesses require address translation before they go out to the memory subsystem. Instruction and data access translations are enabled through two bits (IR and DR, respectively) in the machine state register (MSR). When translation is disabled, the processor is said to be in real addressing mode. In this mode, all memory is mapped one-to-one with effective memory/cache attributes (WIMG) settings of 0001 or 0011. When translation is enabled, address translation is performed either through BATs or page tables/TLBs. Figure 1 summarizes the translation types.

**Figure 1. Address Translation Types**
For details on the translation types, refer to the *Programming Environments Manual for 32-Bit Implementations of the PowerPC™ Architecture (PEM)*.

### 4 Configuring On-Chip TLBs

The following sections describe the steps taken to set up the on-chip TLBs when software table searching is used. Note that the MMU should be off (MSR[IR], MSR[DR] cleared) when this setup is run. After setup completes, the MMU is turned back on.

#### 4.1 Enabling Software Table Searching

Software table searching should be enabled (HID2[SWT_EN]=1) in order to perform the steps described in the following subsections.

```assembly
//enable software table searching HID2[SWT_EN]=1
mfspr  r3, 1011
oris r3,r3,0x8
mtspr 1011, r3
sync
```

#### 4.2 Invalidating the TLB Entries

Before programming the on-chip TLB entries, you should invalidate all of them first to ensure that only the ones programmed later are valid. The following assembly code invalidates both ways of the on-chip TLBs for a two-way, set-associative TLB array.

```assembly
//invalidate all TLB entries
li r5, 64 //change to 32 for MPC603e
mtctr r5
invtlb1:
    tlbie r3
    addi r3, r3, 0x1000
    bdnz invtlb1
```
4.3 Configuring the Segment Registers

The segment registers contain the virtual segment IDs (VSIDs) for a process. The upper four bits of the effective address specify which segment register to use. If more than one segment register is used, each must have a unique VSID. To accomplish this, the following code loads the VSIDs with consecutive numbers. In this code, r3 and r4 contain the starting and ending addresses, respectively, of the memory area to be covered by the TLBs.

```
//set up SRx
rlwinm r8, r3, 4, 28, 31 //extract 4 MSBs
rlwinm r9, r4, 4, 28, 31 //extract 4 MSBs
srx_set:
    bl set_srx //expects r8=value r9=SR index
    addi r8, r8, 1
    cmpw r8, r9
    ble srx_set
Where set_srx is defined as:

./global set_srx
set_srx:
    cmpwi r9, 0
    beq mtsr0
    cmpwi r9, 1
    beq mtsr1
    //fill in the same sequence for SR2 up to SR14 here
    cmpwi r9, 15
    beq mtsr15
mtsr0:
    mtsr 0, r8
    blr
mtsr1:
    mtsr 1, r8
    blr
    //fill in the same sequence for SR2 up to SR14 here
mtsr15:
    mtsr 15, r8
    blr
```
4.4 Loading the TLB Entries

TLB entries have a format similar to PTEs, which are shown in Figure 2. To load the on-chip TLB, the upper and lower portions of a TLB entry are loaded to different registers. Then a `tlbld` (TLB load data) or `tlbli` (TLB load instruction) is executed.

![Figure 2. Page Table Entry Format](image)

Each TLB entry is selected by EA[14–19] or EA[15–19] depending on how many of them there are (128 and 64 TLB entries, respectively). All TLBs on the MPC603e and MPC755 devices are two-way, set-associative, and SRR1[WAY] selects the way that is written on a `tlbld` or `tlbli` instruction. Take care not to write to a TLB entry more than once (see caveats in Section 5, “Limitations”).

4.4.1 Way 0 Selection and Loop Setup

Before we load TLB entries for each of the 4 Kbytes of memory address, we set up the way and loop counter. The loop counter counts up to 64 (for MPC755) or 32 (for MPC603e). In the following code, r3 and r4 contain the starting and ending page addresses, respectively, of the memory area to be covered.

```assembly
//set SRR1[14/WAY] = 0
li r5,0
mtsrr1 r5
sync

//initialize counter to 64 (or 32)
li r5,64 //change to 32 for MPC603e
mtctr r5

//LOAD TLB entries
ldtlbs: cmpw r3,r4
bgt exit_ldtlbs
```

4.4.2 The IMISS/DMISS Registers

These registers contain the effective page address of an access that caused a TLB miss. For our purpose we load these registers with the effective address before executing the `tlbld` (or `tlbli`) instruction. In this code, r3 contains the effective address.

```assembly
//set DMISS = EA (for data) or IMISS = EA (for instruction)
mtspr 976, r3 //change to “mtspr 980, r3” for IMISS
sync
```
Configuring On-Chip TLBs

4.4.3 The ICMP/DCMP Registers

These registers contain the upper portion of the PTE/TLB entry upon a TLB miss. For our purpose we load these registers with what we want in the upper portion of the PTE/TLB. In this code, r3 contains the effective address.

//set ICMP/DCMP = 0x800000 || 0b00 || EA[4–9]
rlwinm r5, r3, 10, 26, 31
oris r5, r5, 0x8000
mtspr 977, r5 //change to “mtspr 981, r5” for ICMP
sync

4.4.4 The RPA Register

This register contains the lower portion of the PTE/TLB entry upon TLB miss. For our purpose we load it with what we want in the lower portion of the PTE/TLB. We set up a WIMG of 0000 and R and C are both set to indicate that the processor doesn’t need to perform any PTE updates in the page table. This is important because in this setup we do not have page tables in memory.

//set RPA = PA[0–19] || 0x182
rlwinm r5, r3, 0, 0, 19
ori r5, r5, 0x182
mtspr 982, r5
sync

4.4.5 Executing the tlbld/tlbli Instruction

After setting up the IMISS/DMISS, ICMP/DCMP and RPA registers, the tlbld (or tlbli) instruction is executed to load the information into the on-chip TLB. The tlbld/tlbli instruction takes the effective address as a parameter.

//load tlb entry indexed by EA[14–19] or EA[15–19]
tlbld r3 //or tlbli for instruction TLB
sync //just to be safe

4.4.6 Way 1 Selection and Loop completion

After loading Way 0 entries, we switch to Way 1. The address range of the memory should not exceed 64 pages (or 32 pages) for each way (see restrictions in Section 5, “Limitations”)

//increment EA/PA by 0x1000
addi r3, r3, 0x1000
bdnz ldtlbs //continue if counter > 0
//if we filled all 64 entries of one way, toggle to the second way
//reset counter
li r5, 64 //change to “li r5, 32” for MPC603e
mtctr r5
5 Limitations

Using TLBs as described in this document has some restrictions. First, this technique applies only to processors that implement on-chip TLBs and that can also use software table walk. The source code works only on MPC755 and MPC603e (with some modifications as indicated in the comments). Second, we do not get to choose which TLB to use. The TLB entry to be used is selected by EA[14–19] or EA[15–19] of the effective address. Therefore, there are limitations on the size of the memory area that can be covered. The memory area to be covered should be within two memory area windows, as follows:

- Each window is contiguous
- Each window is no more than 64 pages (for MPC755) or 32 pages (for MPC603e)

For example, 0, 0x40000 and 0x80000 lie over three different 64-page windows of memory. All three windows cannot be covered by the TLB entries (128 of them) at the same time. The two ways of TLB entry 0 can handle two of the addresses, but the third address cannot have a TLB entry without overwriting one of the ways.

0, 0x3F000, and 0x40000 can be covered by the TLBs at the same time on the MPC755 (which has 128 TLB entries) but not the MPC603e (which has 64 TLB entries). 0 and 0x3F000 lie within 64 pages of each other (using TLB entry 0 and TLB entry 63, respectively, and 0x40000 is covered by Way 1 of TLB entry 0).
6 Document Revision History

Table 1 provides a revision history for this application note.

<table>
<thead>
<tr>
<th>Revision</th>
<th>Date</th>
<th>Substantive Changes</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>10/2004</td>
<td>Initial public release</td>
</tr>
<tr>
<td>1</td>
<td>5/2006</td>
<td>Corrected error in Section 4.2.</td>
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</tbody>
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